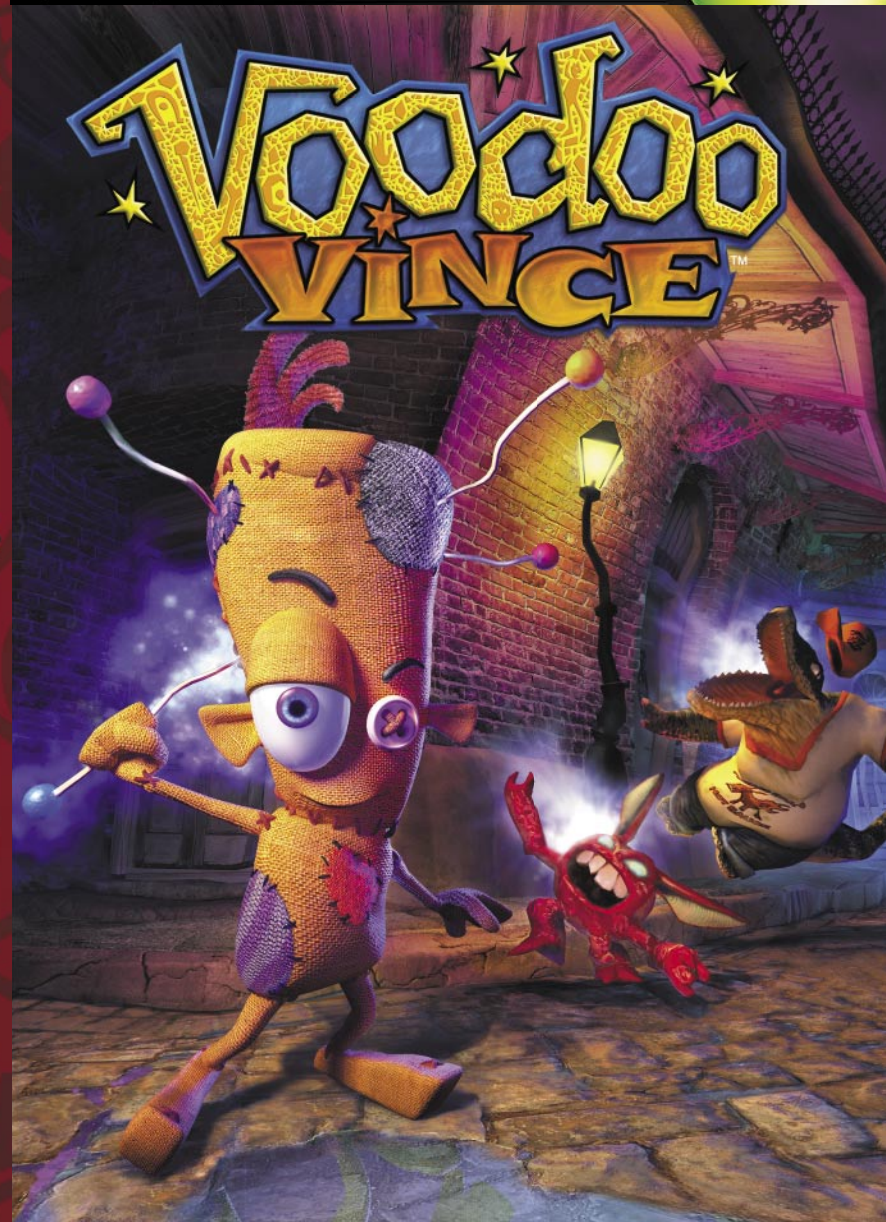


0803 Part No. X09-61294



Microsoft
game studios

XBOX



Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

You Are Not a Voodoo Doll

Vince is a trained professional. Do NOT attempt to use voodoo powers on yourself. Or your little brother. Or your pet goldfish. Or even your crazy third-period math teacher.

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L R

VOODOO POWER
Both Triggers Together

HOVER
Left Trigger

RESET CAMERA
Right Trigger

L

MOVE

▶

PAUSE

LEVEL INFORMATION

OPTIONS

R

MOVE CAMERA



X

PUNCH

ACTIVATE

Y

**PICK UP/
DROP OBJECT**

B

SPIN MOVE

A

JUMP
Tap Twice for Double Jump

HEAD SLAM
A, X

○ + L

VINCE-EYE VIEW

ADJUST CAMERA
In Vince-Eye View
○ + L

DETECT ITEMS
(With All-Seeing Eye)
○ + L

Plate No. 1

Voodoo Controls

You're going to be sorry you ate that.

This isn't exactly a fair fight, you know.

CHAPTER II

Voodoo Doll Moves



Fig. 2-1. Jump

JUMP

Press **A**. Press **A** twice for double jump.



Fig. 2-2. Hover

HOVER

Pull and hold **L** to hover when in mid-air.



Fig. 2-3. Action

ACTION

When standing on an action pad, press **X** to interact with the surroundings.



Fig. 2-4. Pick Up or Drop Items

PICK UP OR DROP ITEMS

Press **V**.



Fig. 2-5. Punch

PUNCH

Press **X** to powerfully strike whatever is in front of Vince.



Fig. 2-6. Spin Move

SPIN MOVE

Press **B** to launch a roundhouse attack and hit all nearby opponents.



Fig. 2-7. Head Slam

HEAD SLAM

Press **X** while in mid-jump to head slam opponents.



Fig. 2-8. Swingpin

SWINGPIN

Hold **L** and press **X** to fire. Press **A** to release string.

Voodoo Doll Anatomy

FIG 3-1. HAIRPIECE. Crimson-dyed burlap for the look that ladies can't resist!

FIG 3-2. VODOO PIN. Dr. Hundo's Straight Pins of Terror™. Now throwable! Guaranteed to stay sharp. Quality makes a difference... and you can feel it.

FIG 3-3. HEAD. Filled with the finest cotton stuffing.

FIG 3-4. DOLL STUFFING. WARNING: Voodoo doll NOT suitable as a flotation device. Do not allow to become waterlogged; doll will sink.

FIG 3-5. HEART PATCH. Simulated mojo-maximizing Chik-n-Skin™. Recharge with quality doll hearts, available everywhere.

FIG 3-6. LEGS/FEET. Reinforced with Kangaroo Mouse Bone Meal for extra-long leaping ability.

FIG 3-7. HANDS. Dr. Remy's Hands-O-Disaster™. Made for pummeling pit frogs, imps, and other nasties.

FIG 3-8. EYEBALL. Detachable glass eye with Squint-O-Vision (patent pending).

FIG 3-9. SKIN. 100% burlap. Highly flammable, but treated with Flame-B-Gon™ to prevent destruction during combustion.

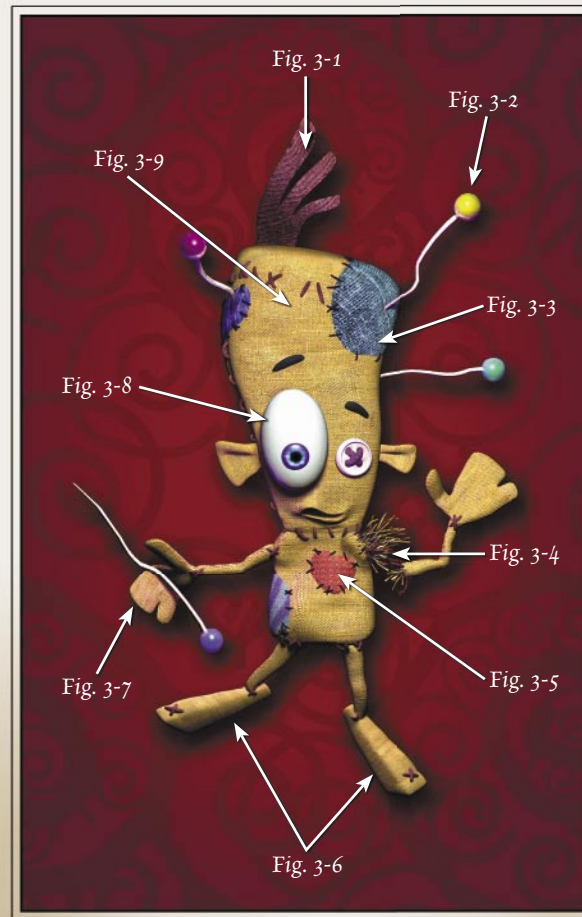


Plate No. 11

The Voodoo Doll

Hey bub, watch it with that pin.

Where do you think you're going, young man?

Other Characters



Fig. 4-1. Madam Charmaine

AVOODOO HIGH PRIESTESS born in Port-au-Prince, Haiti, Madam Charmaine is the owner of the city's most respected voodoo shop. She has a reputation for helping those in need and safeguarding the well-being of her community. She is wise, has great knowledge of healing and protective charms, and is known for crafting powerful dolls. There are rumors that she is clairvoyant. Madam Charmaine recently received a large shipment of potent zombie dust from her ancestral homeland.



Fig. 4-2. Kosmo the Inscrutable

AFTER FLUNKING THE SEVENTH GRADE, Kosmo decided to learn magic to facilitate his plans of world domination. But after failing to learn even the simplest sleight-of-hand card tricks, he turned his evil not-quite-genius to creating the sinister Carnival DePrave. He has also been seen near Madam Charmaine's shop... running rigged three-card monte games.



Fig. 4-3. Jeb and Fingers

KOSMO'S HENCHMEN DO HIS BIDDING largely because they can't find better jobs. "Fingers" lost several digits in a carnival ride accident.



CHAPTER V

Voodoo Powers



Plate No. III

Bear Trap

WHILE VULNERABLE TO DIRECT ATTACKS from predators, voodoo dolls can cause mayhem to others by hurting themselves. Invoking spirits from the nether realms, a voodoo doll can, for example, summon a phantom chainsaw to rip itself in half—and then transfer this carnage to its enemies. Pull the **Left and Right triggers** simultaneously to use a voodoo power.



Fig. 5-1. Beads

BEADS
Voodoo dolls fuel their voodoo powers with Mardi Gras beads that magical creatures drop when attacked. Bigger beads contain more power. When you have picked up enough beads, a skull icon (see next fig.) appears in the upper-right corner of your screen.



Fig. 5-2. Skull Icon

SKULL ICON
A filled skull means that you can use a voodoo power.



Fig. 5-3. Voodoo Power Icon

VOODOO POWER ICON
Voodoo dolls gain bizarre new powers by picking up these icons.

Use your voodoo powers often!
Beads are easy to collect and voodoo is fun!

Plate No. IV

Voodoo Power Items

More Mojo

FIG. 6-1. HEALTH METER

If a doll runs out of mojo, it becomes inanimate. Dolls lose mojo when nasty creatures knock it out of them!

FIG. 6-2. ZOMBIE DUST

Zombie dust is the sparkly blue stuff that bestows mojo on everyday items and brings them to life. There are two forms of zombie dust: motes and bags. Motes can be knocked from dust-enhanced creatures. Pick them up to restore your doll's mojo. Collecting enough dust bags will increase the maximum capacity of your doll's health meter!

FIG. 6-3. HEARTS

Collect these to give your voodoo doll extra lives.

FIG. 6-4. SPELL BOOK PAGES

Retrieve pages stolen from Madam Charmaine's spell book. When enough are gathered, the location of a power skull is revealed.

FIG. 6-5. POWER SKULLS

Capture a power skull, and you will receive major mojo!



Fig. 6-1. Health Meter



Fig. 6-2. Zombie Dust Bag



Fig. 6-3. Heart



Fig. 6-4. Spell Book Page



Fig. 6-5. Power Skull

Press the Start button to pause the game and view your inventory of mojo-related items.

Plate No. V

Mastering Mojo

I don't think you're supposed to bend it like that.

Rest assured that the beatings will continue.

CHAPTER VII

The Quarter



Plate No. VI

The Quarter

THIS QUIANT NEIGHBORHOOD is reminiscent of New Orleans' French Quarter, with delicate wrought iron and gothic charm. Past Madam Charmaine's Voodoo Shop are the Docks, Main Street, and the Square. Make sure to visit Cajun Clyde's Cookie Works and the Museum of Natural History along the way!

PIT FROGS

Pit frogs infest the bottomless pits in the region. Watch your step!



Fig. 7-1. Pit Frogs



Fig. 7-2. Gingerdead Men

GINGERDEAD MEN

Cajun Clyde's yummy, patented, Jalapeño-Gingerbread recipe.

REGGIE & PRIMO

Don't forget to gas up!



Fig. 7-3. Reggie & Primo



Fig. 7-4. Bubba Gator

BUBBA GATOR

Dock workers can be unsavory characters.

Plate No. VII

Inhabitants of the Quarter

Are you happy now? You've poked me in the eye.

Does your mother know that you're reading this?

Roachfort



Plate No. VIII

The Lab at Roachfort

AN UNDERGROUND KINGDOM of pueblo-like terraces, tunnels, and bridges, Roachfort is full of burrowing animals and creepy-crawly bugs—things you'd find under any overturned rock. Rumor has it that a reclusive scientist has constructed a secret laboratory here.



Fig. 8-1. Killadillo

KILLADILLO

A cross between an armadillo and a lit bomb! Killadillos look harmless... until they curl into a ball, roll towards you, and explode.

PROFESSOR ETHEL

Professor Ethel is a Turtle Emeritus from the prestigious Goldberg Institute of Louisiana. She has a knack for building self-propelling contraptions, but lacks some basic social skills.



Fig. 8-2. Professor Ethel



Fig. 8-3. Ethel's Balloon

ETHEL'S BALLOON

Rickety, unstable, and none too powerful, this balloon may be your only ticket out of Roachfort—if Professor Ethel can get it built, that is.

Denizens of Roachfort

Don't let me catch you running with that, mister.

How on earth did you get that stuck in there?

Crypt City



Plate No. X

Crypt City

DESPITE THE CREEPY ATMOSPHERE, tourists brave its mist-filled pathways for a glimpse at the final resting place of movie stars, musicians, and other colorful personalities. Others come to watch the annual return of firefly swarms, while many simply relax in the peaceful family mausoleum. Don't get caught napping, though—rumors abound of dimensional rifts and wandering zombies!



Fig. 9-1. Mondo Mole

MONDO MOLES
Make sure to get them before they retreat into their holes.



Fig. 9-2.
Bones McMurty

BONES MCMURTY
The Musical Gatekeeper of Crypt City.



Fig. 9-3. Imp

IMPS
Natural troublemakers. They are fast, tough, ugly, and thrive on the chaos created by loose zombie dust.



Fig. 9-4. Zombies

ZOMBIES
Tourists... don't linger here too long!

There are additional areas to explore:
Brusque Manor, the Bayou, and the Carnival DePrave.
Enjoy them all!

Plate No. XI

Citizens of Crypt City

Please. Just leave me alone. You've done enough.

Ow! Don't pull on that!

Voodoo Vehicles



Fig. 10-2. Trolley Car

TROLLEY CAR

Travel quickly between areas that you've already visited.

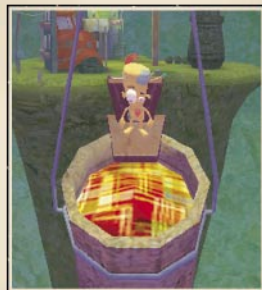


Fig. 10-3. Laundry Basket

LAUNDRY BASKET

- L** Move basket one laundry line to the left.
- R** Move basket one laundry line to the right.



Fig. 10-4. Rocket Plane

ROCKET PLANE

- L** Point plane nose up, down, left, or right.
- R** Roll plane left or right.
- R** Boost plane speed.

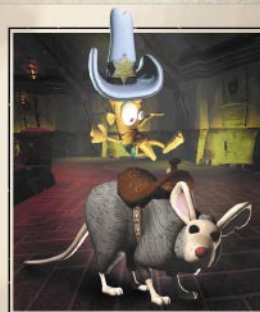


Fig. 10-5. Vermin the Rat

VERMIN THE RAT

- L** Move Vermin left or right, slow him down, or speed him up.
- A** Jump.



Fig. 10-6. Fanboat

FANBOAT

- L** Steer fanboat.
- R** Speed up fanboat.
- R** Rotate camera.



Fig. 10-7. Submarine

SUBMARINE

- L** Steer sub.
- R** Speed up sub.
- R** Rotate camera.

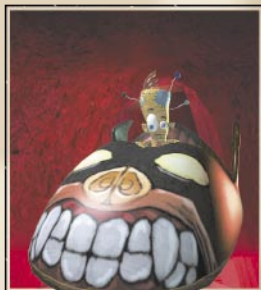


Fig. 10-8. Scarehouse Car

SCAREHOUSE CAR

- L** Aim targeting reticle.
- A** Fire pins.



Fig. 10-9. Circus Cannon

CIRCUS CANNON

- X** Fire the cannon.



Fig. 10-10. Bumper Car

BUMPER CAR

- L** Steer bumper car.
- Y** Exit
- R** Accelerate
- L** Reverse

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Xbox Product Registration
Microsoft Corporation
One Microsoft Way
Redmond, WA 98052-9953 USA

In the U.S. or Canada, call 1-800-4MY-XBOX. TTY users: 1-866-749-XBOX.

Get an Edge on the Game!

Xbox Game Tips (Automated): Available 7 days a week including holidays, 24 hours a day.

- In the U.S., call 1-900-933-TIPS. \$.95 per minute.
- In Canada, call 1-900-561-HINT. \$1.50 (Canadian) per minute.

Xbox Game Tips (Support Representative): Available 7 days a week including holidays.

- In the U.S., call 1-900-933-TIPS. \$1.40 per minute.
- In Canada, call 1-900-561-HINT. \$1.50 (Canadian) per minute.

Important: Individuals under 18 years of age need a parent's or guardian's permission to call a pay-per-call number. Local and long distance telephone toll charges may apply. It is the customer's responsibility to check with their telephone company to determine if additional telephone charges will apply. Permission required from the telephone bill payer. Prices subject to change without notice. May not be available in all areas. Requires a touch-tone telephone. Call length is determined by user. Messages subject to change without notice.

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For more information, visit us on the Web at www.xbox.com

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